

THE **BATTLE** OF THE **BULGE**



**General Anthony C. McAuliffe,
U.S.A. (Ret.)**

Let's turn back the pages of history . . . to that bitter December of 1944. YOU are there. YOU are Brigadier General McAuliffe. Your 101st Airborne Division is hopelessly encircled at Bastogne. The German commander demands that you surrender or face complete annihilation.

Your reply note reads, "NUTS—the American Commander."

Truly one of the most inspiring rebuffs in the annals of military history—the Americans *held out*.

Now, today, you CAN be there . . . re-capturing history in a new battle game that was to D-Day what Gettysburg was to the American Civil War.

With the technical aid of General Anthony C. McAuliffe, U.S.A. (Ret.), THE BATTLE OF THE BULGE is an historically correct re-creation of the famous World War II campaign of the same name.

But now YOU are in command. YOU get the thrill of leading all of the same Regiments, Brigades and Panzer Units over a realistic topographical map of the actual battle area.

THE BATTLE OF THE BULGE is actually two games in one. The BASIC GAME is designed to introduce the beginner to the "new art" of wargaming. The TOURNAMENT GAME is designed for the true wargame aficionado . . . it is as challenging as Chess only more versatile.

If you like to think . . . if you like to be challenged . . . like to try your skill and intelligence . . . play THE BATTLE OF THE BULGE . . . for two players, 12 years and up.

BASIC GAME

MAPBOARD

The Mapboard shows the area of Belgium and Luxembourg where the battle was fought. It covers approximately 2,500 square miles of heavily wooded and rough terrain. Only the roughest and most densely wooded areas have been reproduced on the board. A hexagonal grid has been printed on the board to determine movement. Hereafter, these hexagons will be called "squares." Terrain features are as follows:

ROUGH TERRAIN SQUARES: Any square containing brown splash contours.

DENSE WOODS SQUARES: Any square containing green splashes.

RIVER SQUARES: Any square containing blue flow lines.

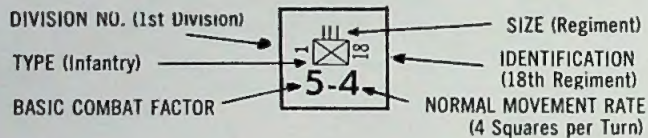
ROAD SQUARES: Any square containing parallel black lines.

TOWN SQUARES: Any square containing black criss-cross lines. Towns that are outlined with a heavy hex border are Fortresses which are pertinent only in the *Tournament Game*.

GRID-COORDINATES: Lettered columns run North-South; Numbered columns angle Northwesterly to pinpoint locations. Examples: Bastogne is DD-32; St. Vith is QQ-15.

ORDER OF BATTLE UNIT COUNTERS

Now study the die-cut Unit Counters. Blue are U.S.; Red are German. These counters are your "chessmen." Hereafter, they will be called "Units."



SIZES: X—Brigade or Combat Command 111—Regiment or Kampfgruppe

TYPES: Infantry or Volksgrenadier Armored Cavalry Panzer Grenadier Armor or Panzer Parachute

BASIC COMBAT FACTOR: Fighting strength when attacking or defending.

NORMAL MOVEMENT RATE: Maximum number of squares you are allowed to move a Unit over clear terrain in one Turn.

PREPARE FOR PLAY

STEP 1: Lay the Mapboard out on a table. The German player sits on the Eastern side; the U.S. Player sits on the Western side.

STEP 2: Punch out the Order of Battle Units and place them on the corresponding spaces provided on each player's Order of Appearance Card.

STEP 3: The U.S. player sets up his Units on the Mapboard first. He refers to all the Units he has listed "At Start" on his Order of Appearance Card and places them directly on the Mapboard on the exact squares indicated.

STEP 4: The German player sets up his Units in the same manner as above.

HOW TO PLAY

"At Start" is considered the first Turn of the game. The routine of play for every Turn is as follows:

STEP 1: The German player consults the Time Record Card and if he is due new Units he places them on the Mapboard. He then moves all Units on board he chooses to move. No U.S. movement is allowed.

STEP 2: All battles caused by German movement are resolved one battle at a time.

STEP 3: The U.S. player consults the Time Record Card and if he is due new Units he places them on the Mapboard. He then moves all Units on board he chooses to move. No German movement is allowed.

STEP 4: All battles caused by U.S. movement are resolved one battle at a time.

STEP 5: The U.S. player checks off one box of the Time Record Card and players repeat Steps 1 through 5 for the remainder of the game.

HOW TO WIN

GERMAN player wins if he either: (a) gets any 20 Units across the Meuse River between S-16 and A-47 inclusive by his December 23 P.M. Turn, or (b) eliminates all U.S. Units from the Mapboard. Units yet to come on board would also be considered eliminated.

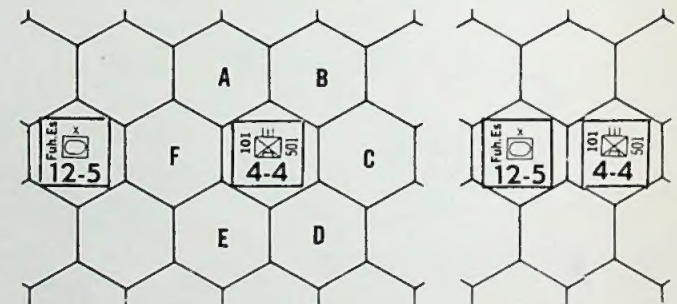
U.S. player wins if he avoids the German conditions of victory by his December 30 P.M. Turn.

HOW TO MOVE UNITS

1. In any Turn you may move all your Units on Board.
2. You may move each Unit any number of squares not exceeding its normal movement rate.
3. You do not have to move every Unit nor do you have to move any Unit in your Turn.
4. You may move Units in any direction or combination of directions you wish in the same Turn.
5. Unlike chess and checkers you may move all Units you choose to move before resolving any battles.
6. You may move Units over top of friendly Units but you are not allowed to move your Units on top of or over opponent's Units.
7. Movement rates are not transferable from one Unit to another nor can they be accumulated from one Turn to the next.
8. You are not allowed to move Units through Mapboard edge squares that contain grid letters and numbers.

NOTE: The die is used only to resolve battle—it has nothing to do with movement.

HOW TO HAVE COMBAT



NO COMBAT

COMBAT

ZONE OF CONTROL: Every Unit's zone of control is its six adjacent squares (A-F) regardless of which square it is on. A Unit's zone of control even extends across rivers and into dense woods and rough terrain. You automatically cause combat when you move a Unit into any one square of an enemy Unit's zone of control. The player moving his Units is always the attacker; his opponent is the defender. To determine battle odds the attacker's combat factor is stated first and the defender's combat factor is stated second. For example: if the Fuhrer Escort Brigade (12) attacks the 501st Airborne Regiment (4) battle odds are 12 to 4 which reduces to 3 to 1. To resolve combat the attacker rolls the die once and matches up the die roll with the 3 to 1 odds column on the Battle Results Table.

ATTACKING:

1. An attacking Unit must stop as soon as it enters the first enemy controlled square.
2. You are not allowed to move an attacking Unit through enemy controlled squares.
3. You may attack as many enemy Units as you can reach in the same Turn.
4. You may move as many Units into enemy zones of control as you are able before resolving combat.
5. You resolve all combat one battle at a time after moving all the Units you choose to move in your Turn.
6. The attacker has the choice of resolving battles in any order he wishes.
7. The attacker must resolve combat against every enemy Unit he has moved Units next to.
8. The combat factor of a Unit when attacking is always *basic* regardless of terrain it is attacking from.

DEFENDING:

1. The defending player is not allowed to move any Unit while his opponent is attacking.
2. The combat factor of a Unit when defending *varies* according to the terrain it is defending on. Examples are shown on the Battle Results Table.

MORE THAN ONE UNIT PER SQUARE

1. Both players are allowed to combine Units of any kind in a stack totaling up to 3 Units maximum.
2. Stacked Units may stay together indefinitely or they may be combined on one Turn and split up on the very next.
3. Stacked Units may pass over squares containing other friendly Units.
4. The movement rate of stacked Units is that of the slowest Unit in the stack. Of course, the faster Unit in the stack may continue on its way after splitting away from the slow moving Units.

MULTIPLE UNIT BATTLES

1. When two or more Units attack one defending Unit the factors of the attacking Units must be totaled into one combined Combat Factor.
2. When one Unit attacks two or more defending Units the factors of the defending Units must be totaled into one combined combat factor.
3. When several Units attack several defending Units the attacker has the choice of dividing combat into more than one battle as long as:
 - (a) he battles every defending Unit he has attacking Units adjacent to and,
 - (b) his Units are adjacent to the specific Units they are attacking.

4. You may deliberately sacrifice one or more attacking Units at unfavorable odds in order to gain more favorable odds over other defending Units—this tactic is called "soaking off." Soak off odds cannot be worse than 1-6.

5. The combat factor of a Unit cannot be split and applied to more than one battle.

7. No Unit, attacking or defending, can fight more than one battle in any one player's Turn even if it finds itself adjacent to the enemy after all battles have been resolved. In this event, the defending Unit must either attack or withdraw in its Turn. If it chooses to attack it may do so staying where it is or by withdrawing from the enemy zone altogether and then re-entering by a different square. In this instance Units may not withdraw and re-enter by a route that would force them into or through zones of control of other enemy Units.

8. The attacker with stacked Units on the same square may divide combat into more than one battle against defending Units on separate squares.

9. The attacker *may not* divide combat into more than one battle against defending Units on the same square.

ROAD MOVEMENT

1. Movement along roads is 5 times faster than normal. Thus a Unit whose *normal movement rate* is 4 can move 20 squares along a road in one Turn. In other words, movement along 5 road squares is the same as one clear terrain square.
2. All Units may combine road travel with off-road travel in the same Turn. For instance, let's assume a Unit with a *normal movement rate* of 4 is 2 squares away from a road: as soon as it moves to the road square it can travel up to 10 more squares along the road; or, up to 5 more squares along the road and 1 square off the road. NOTE: Units lose the benefit of fractions. Example: if the Unit, above, had moved 6 squares along the road instead of 5, it could *not* move off the road in that Turn.
3. All Units may change roads at intersections at the road movement rate.
4. All Units may move through towns at the road movement rate but only if they enter *and* leave the town by road squares. Otherwise, travel through towns is done at the normal movement rate.

ROUGH TERRAIN

1. Movement through rough terrain is naturally slower than normal. Thus all Units, regardless of their normal movement rates, move through non-road rough terrain squares at the rate of only 1 square per Turn.
2. All Units must stop as soon as they move onto a non-road rough terrain square. They cannot proceed until their following Turn.
3. Units that enter rough terrain by a road square *do not* have to stop on the first rough terrain square as long as they stay on the road.
4. Units that enter a road-rough terrain square must stop if entry is made from a square other than a road square. For instance, a Unit would have to stop on TT-19 if it entered from UU-19. But if it entered from UU-18 it could continue right on through rough terrain along that road.
5. All Units may move through rough terrain along roads at the road movement rate.
6. All Units leave non-road rough terrain squares at the normal movement rate.
7. Units moving through rough terrain on roads may move one square onto a non-road rough terrain square in the same Turn.

8. Units beginning their Turn on non-road rough terrain squares may move one square onto a rough terrain road square and then move along the road in the same Turn. They may not, however, move *off* the road onto another rough terrain square in that turn.

9. Units beginning their Turn on a non-road rough terrain square may not *cross* a rough terrain road square onto a second rough terrain square.

DENSE WOODS

1. Armor, Panzer, Armored Cavalry and Panzer Grenadier Units are not allowed on non-road woods squares. They are allowed in woods only along road squares and they must enter *and* leave the woods by non-woods road squares.

2. All other Units move through woods in exactly the same manner as rough terrain.

RIVERS

1. Movement across rivers is sometimes slower than normal. Thus a Unit must end its Turn as soon as it reaches a non-road river square it intends to cross at that point.

2. All Units may cross rivers on road squares and town squares without delay.

3. If Units do not wish to cross, they may move onto a non-road river square—proceed up or down the river—and then move off the river on the same side from which they entered—all in the same Turn and at the normal movement rate. Movement off the opposite side of the river is not allowed in this case.

4. All Units may move onto a non-road river square—proceed up or down the river—and then cross over to the other side by a road square where it may continue up or down the river or leave it altogether—all in the same Turn.

5. All Units may leave the end of a river in any direction it wishes.

6. All Units beginning their Turn on a river square may move off on either side—or move up and down the river and leave from any point off either side in the same Turn.

7. Movement along rivers through rough terrain and dense woods is subject to the rough terrain and dense woods movement rates.

REINFORCEMENTS

As indicated by the Time Record Card, new Units come into play throughout the course of the game. Such Units are brought on board as directed by the Order of Appearance Cards. New Units may not be placed on board in squares directly in enemy zones of control.

HOW TO RESOLVE BATTLES

Use the Battle Results Table for BASIC GAME only.

STEP 1: Reduce battle odds to basic odds shown on the Battle Results Table. To do this simply divide the defender's factor into the attacker's factor and round off any fraction in favor of the defender. Examples: 16 to 9 converts to 1 to 1; 14 to 6 is 2 to 1; 4 to 15 is 1 to 4; etc.

STEP 2: The die is rolled once for each attack by the attacker.

STEP 3: The die roll is matched up with the basic odds to get the result of the attack. Example: a 3 to 1 attack with a die roll of 3 means that the defender is pushed back 2 squares.

BATTLE MANUAL

You have finished the rules to the basic game. Examples of play and an Appendix of questions on play are included in the Battle Manual. The Battle Manual also contains complete instructions for the *Tournament Game* which adds greater realism and depth to the play of *Battle of the Bulge*.

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